

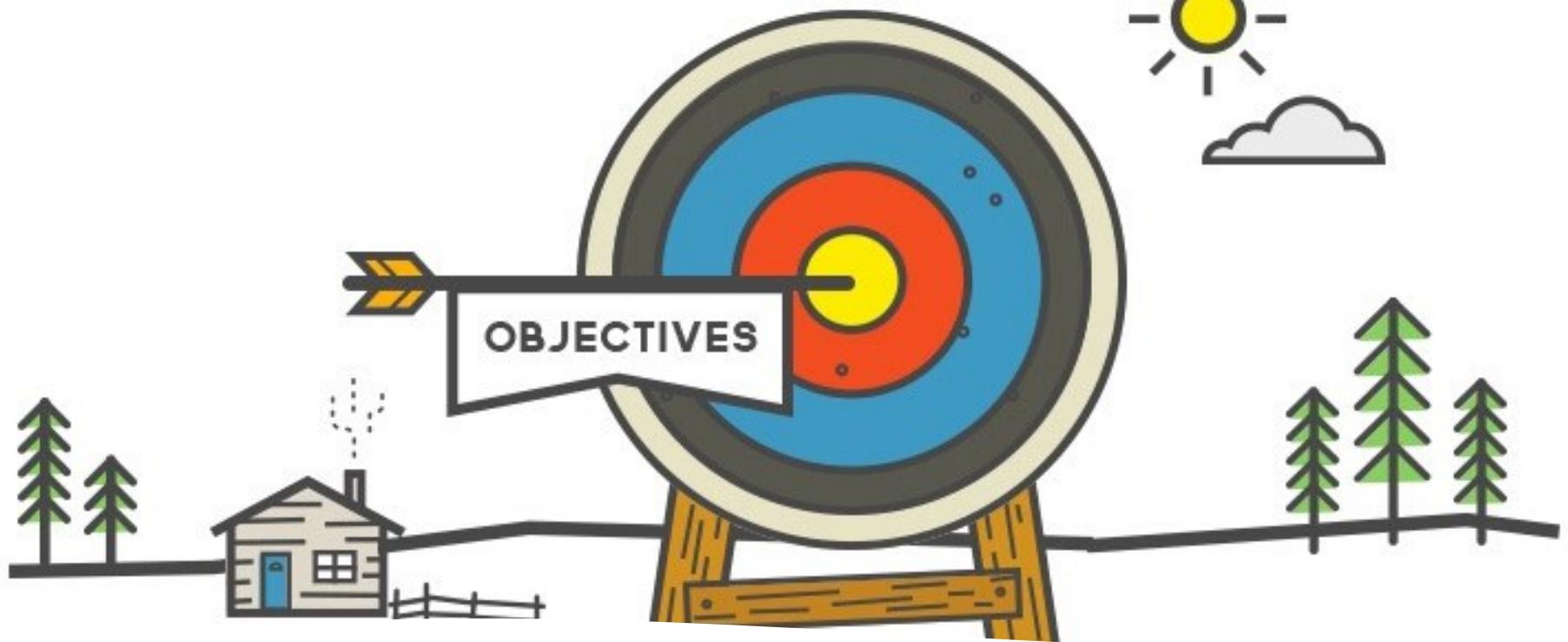


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# REGRESSIONS

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## Learning Goals

- Know concept of regression
- Distinguish between main algorithms
- Apply algorithms by using python libraries

# Regression

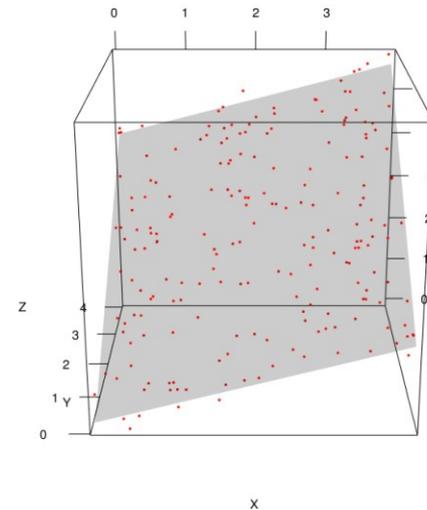
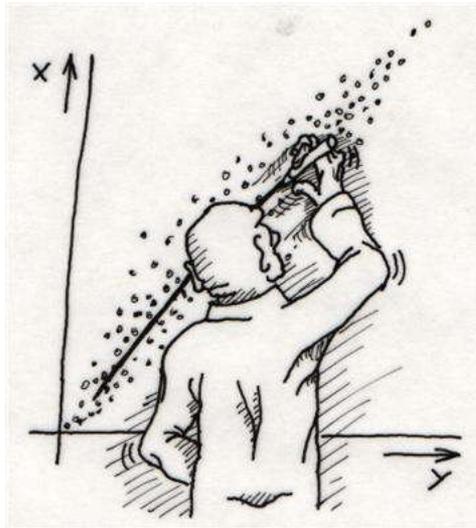
- Statistical processes for estimating the relationships among variables.
- Dependent variable, outcome variable, target
- Independent variables, predictor, covariates, or features

# Regression

- simple regression/multivariate regression

$$Y_i = \beta_0 + \beta_1 X_i + e_i$$

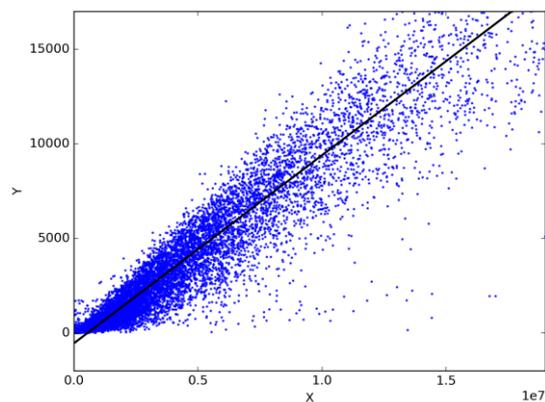
$$Y_i = \beta_0 + \beta_1 X_{1i} + \beta_2 X_{2i} + e_i.$$



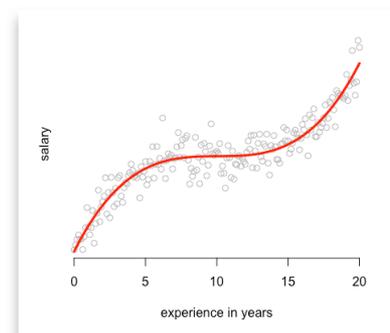
# Regression

- Linear/non-linear

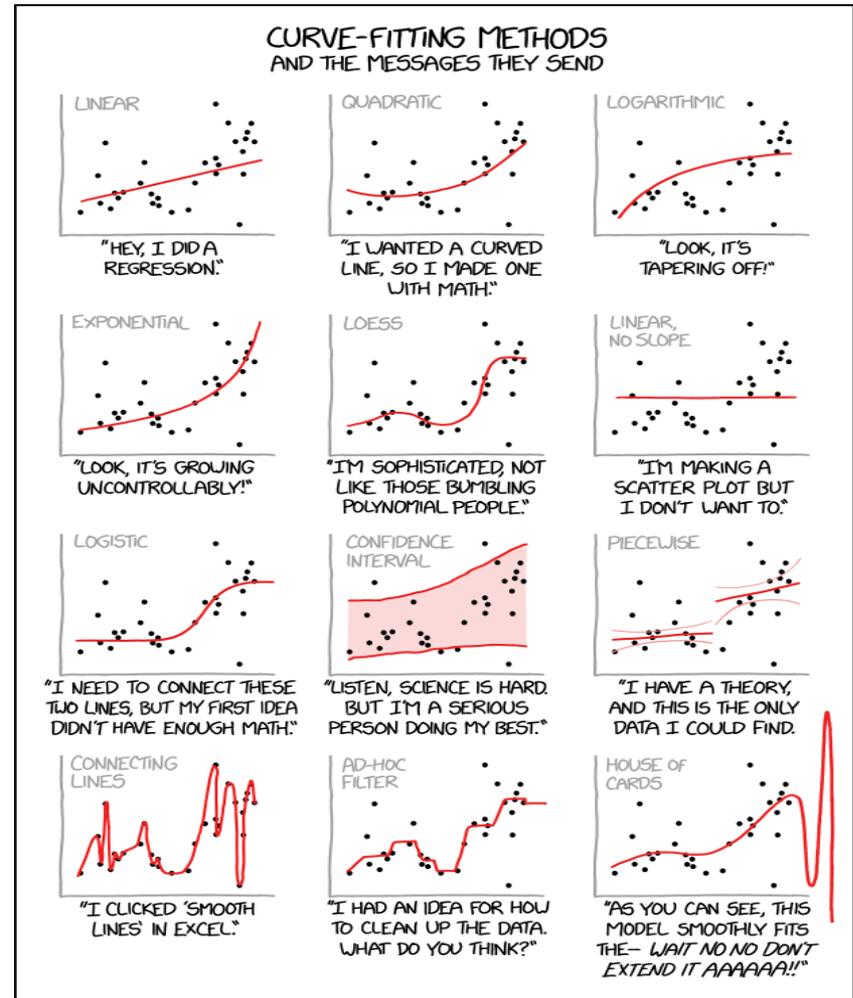
$$y_i = \beta_0 + \beta_1 x_i + \varepsilon_i, \quad i = 1, \dots, n.$$



$$y_i = \beta_0 + \beta_1 x_i + \beta_2 x_i^2 + \varepsilon_i, \quad i = 1, \dots, n.$$



# Regression



# Regression

- OLS

$$\sum_{i=1}^M (y_i - \hat{y}_i)^2 = \sum_{i=1}^M \left( y_i - \sum_{j=0}^p w_j \times x_{ij} \right)^2$$

- Ridge

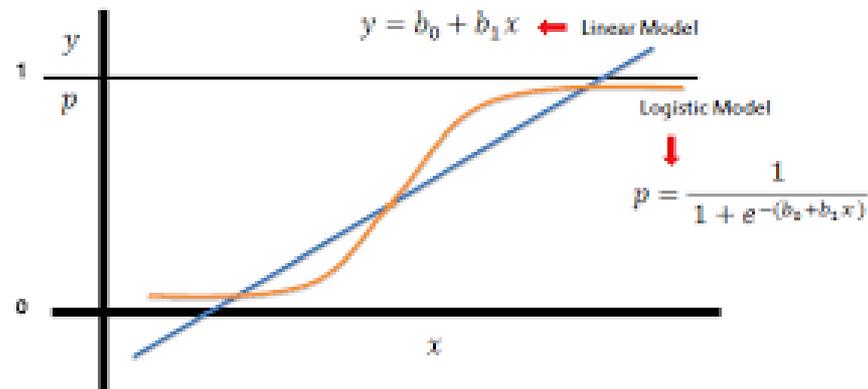
$$\sum_{i=1}^M (y_i - \hat{y}_i)^2 = \sum_{i=1}^M \left( y_i - \sum_{j=0}^p w_j \times x_{ij} \right)^2 + \lambda \sum_{j=0}^p w_j^2$$

- Lasso

$$\sum_{i=1}^M (y_i - \hat{y}_i)^2 = \sum_{i=1}^M \left( y_i - \sum_{j=0}^p w_j \times x_{ij} \right)^2 + \lambda \sum_{j=0}^p |w_j|$$

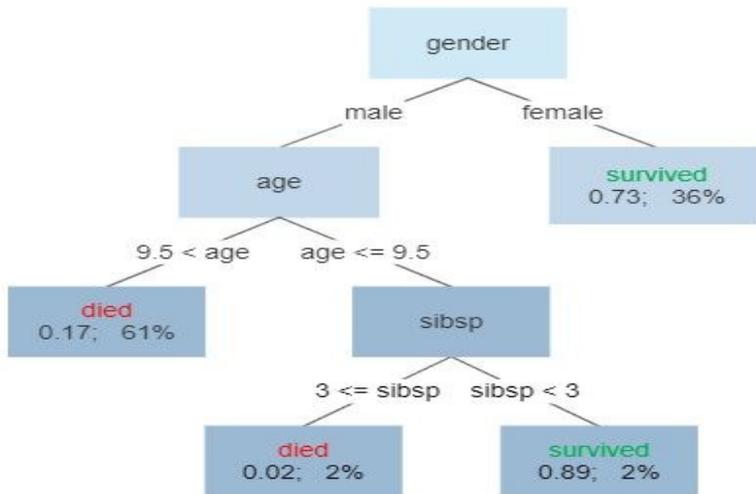
# Logistics Regression

- Logistic regression is a statistical model that in its basic form uses a logistic function to model a binary dependent variable, although many more complex extensions exist

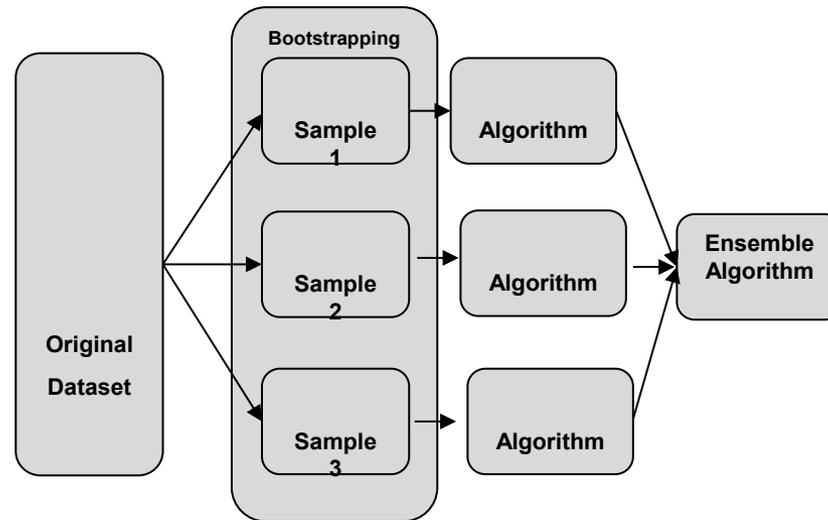


# Decision Tree

Survival of passengers on the Titanic

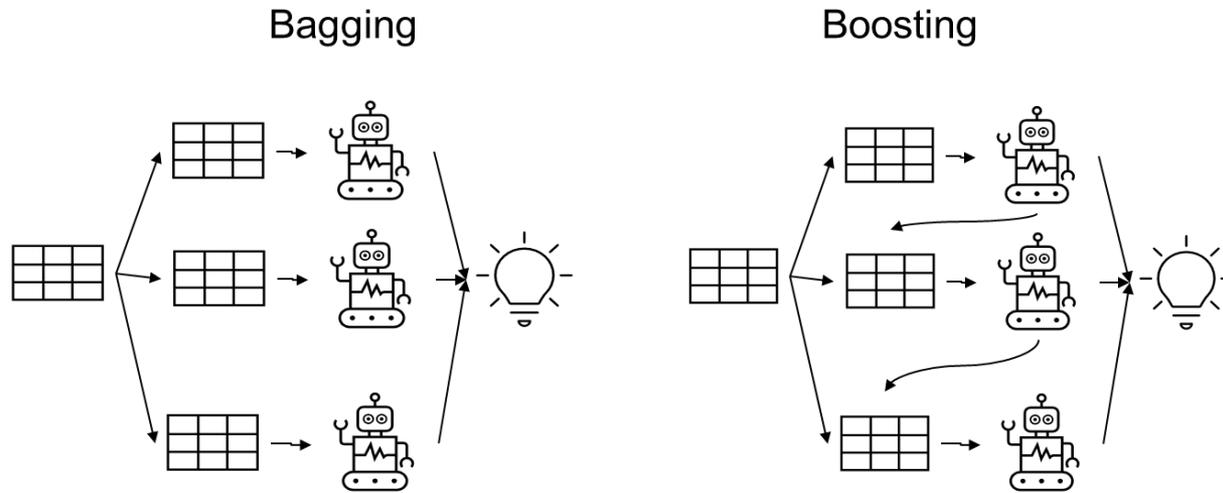


- Classification or Regression
- breaks down a data set into smaller and smaller subsets
- final result is a tree with decision nodes and leaf nodes.



# Ensemble

- a Machine Learning concept in which the idea is to train multiple models using the same learning algorithm.
- classification, regression and other tasks
- multitude of decision trees at training time
- outputting the class that is the mode of the classes (classification) or mean prediction (regression) of the individual trees

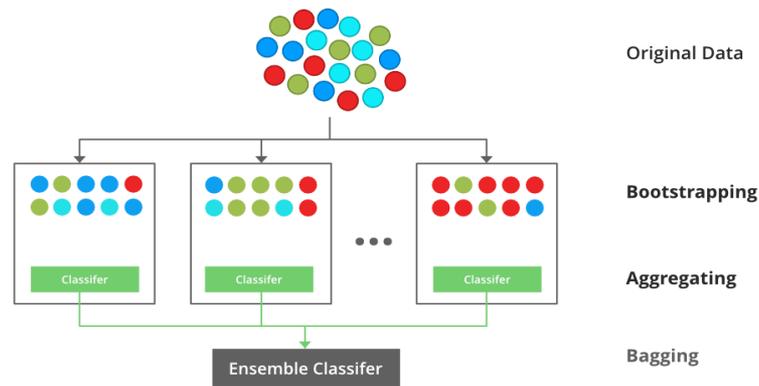


# Bagging vs. Boosting

- classification, regression and other tasks
- multitude of decision trees at training time
- outputting the class that is the mode of the classes (classification) or mean prediction (regression) of the individual trees.

# Bagging

- create multiple bootstrap samples
- fit a weak learner
- aggregate -> “average” their
- outputs is an ensemble model with less variance than its components.



$$s_L(\cdot) = \frac{1}{L} \sum_{l=1}^L w_l(\cdot)$$

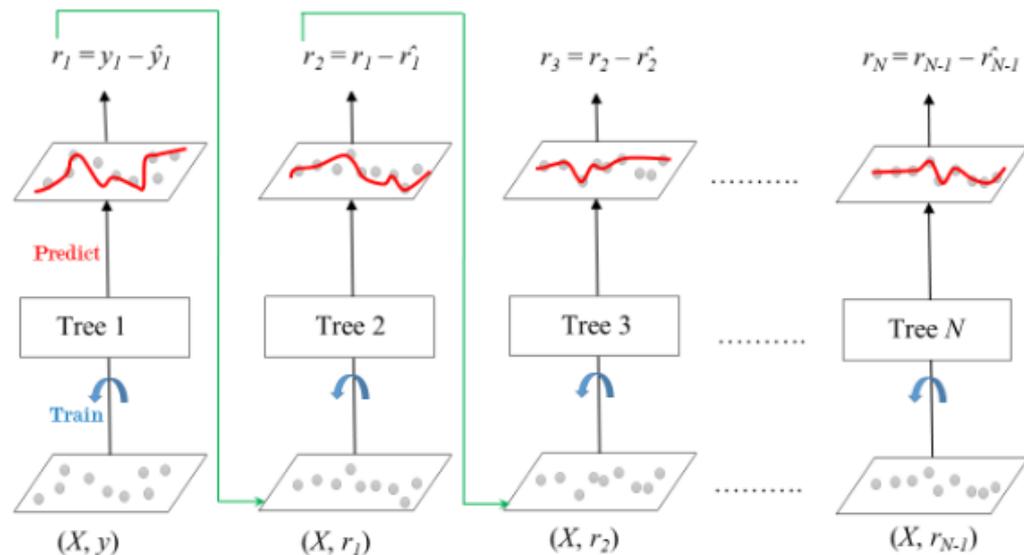
(simple average, for regression problem)

$$s_L(\cdot) = \arg \max_k [\text{card}(l | w_l(\cdot) = k)]$$

(simple majority vote, for classification problem)

# Boosting

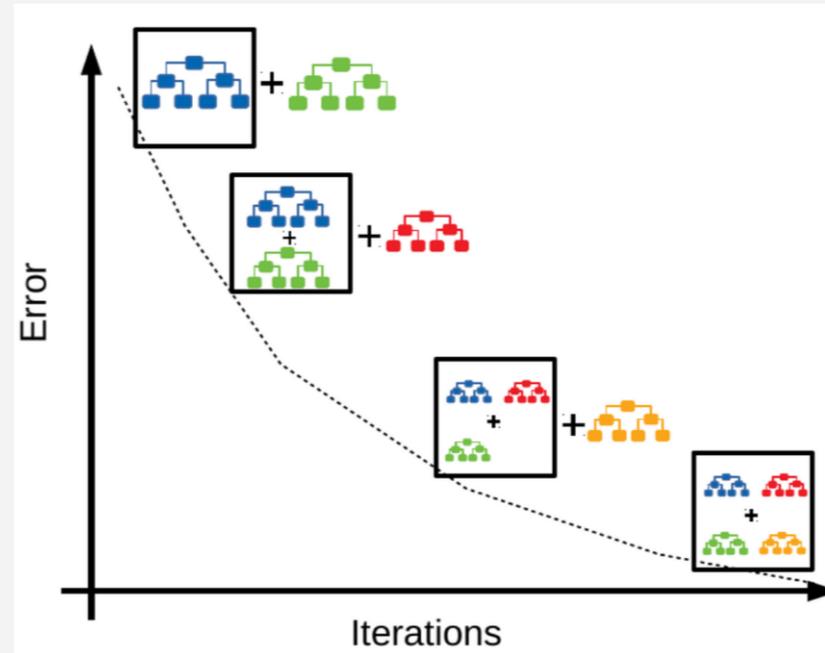
- in fitting sequentially multiple weak learners in a very adaptative way
- each new model focus its efforts on the most difficult observations to fit up to now
- at the end of the process, is obtained a strong learner with lower bias
- Boosting can also have the effect of reducing variance



$$(c_l, w_l(\cdot)) = \arg \min_{c, w(\cdot)} E(s_{l-1}(\cdot) + c \times w(\cdot)) = \arg \min_{c, w(\cdot)} \sum_{n=1}^N e(y_n, s_{l-1}(x_n) + c \times w(x_n))$$

# Gradient boosting

- type of machine learning boosting
- relies on the assumption that the best possible next model, when combined with previous models, minimizes the overall prediction error
- key idea: set the target outcomes for this next model to minimize the error



## Gradient Boosting Algorithm

1. Initialize model with a constant value:

$$F_0(x) = \underset{\gamma}{\operatorname{argmin}} \sum_{i=1}^n L(y_i, \gamma)$$

2. for  $m = 1$  to  $M$ :

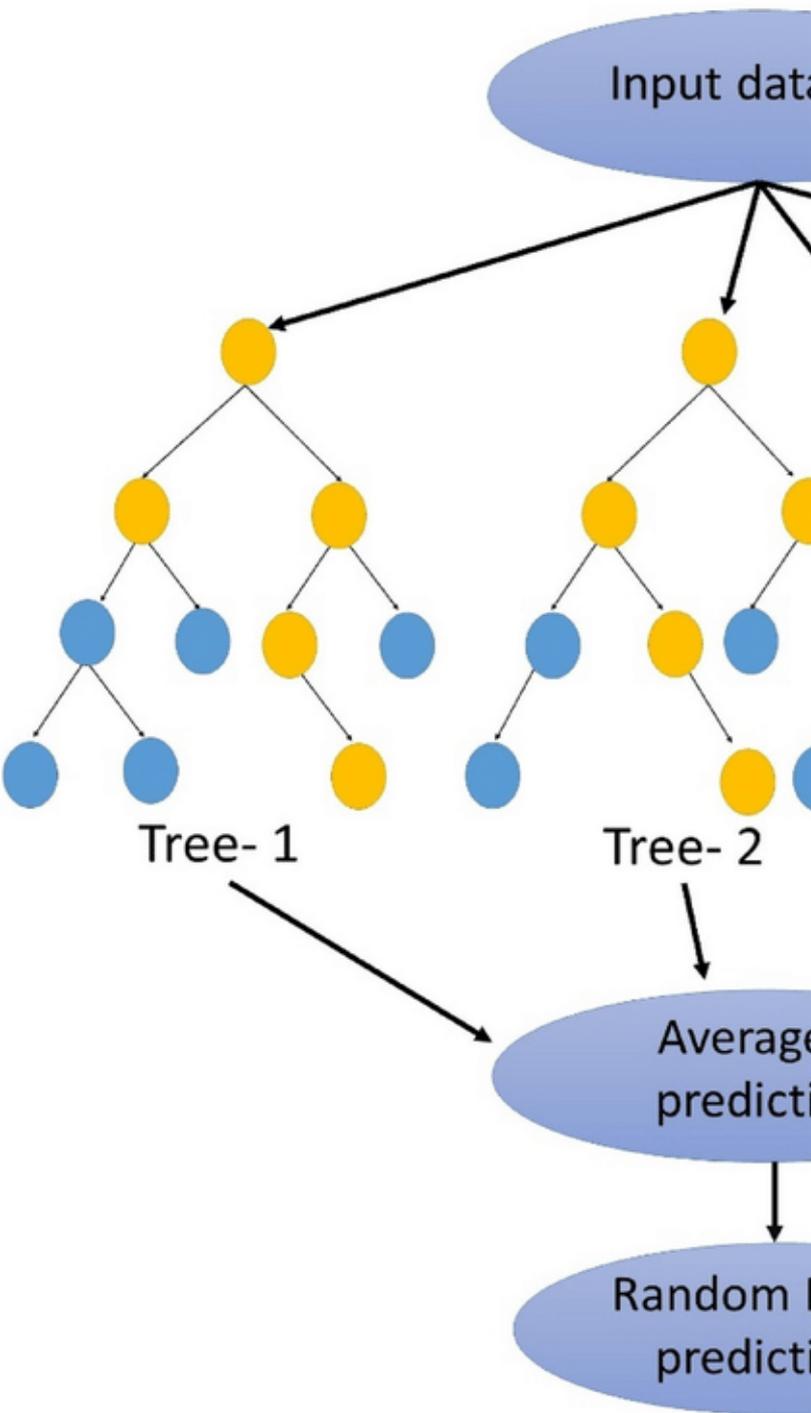
- 2-1. Compute residuals  $r_{im} = - \left[ \frac{\partial L(y_i, F(x_i))}{\partial F(x_i)} \right]_{F(x)=F_{m-1}(x)}$  for  $i = 1, \dots, n$

- 2-2. Train regression tree with features  $x$  against  $r$  and create terminal node reasions  $R_{jm}$  for  $j = 1, \dots, J_m$

- 2-3. Compute  $\gamma_{jm} = \underset{\gamma}{\operatorname{argmin}} \sum_{x_i \in R_{jm}} L(y_i, F_{m-1}(x_i) + \gamma)$  for  $j = 1, \dots, J_m$

- 2-4. Update the model:

$$F_m(x) = F_{m-1}(x) + v \sum_{j=1}^{J_m} \gamma_{jm} 1(x \in R_{jm})$$



# Random Forest

- is a bagging method where deep trees, fitted on bootstrap samples, are combined to produce an output with lower variance
- classification, regression and other tasks
- multitude of decision trees at training time
- outputting the class that is the mode of the classes (classification) or mean prediction (regression) of the individual trees.

# Differences Between Bagging and Boosting

| S.NO | Bagging   | Boosting  |
|------|---|---|
| 1.   | The simplest way of combining predictions that belong to the same type.                                     | A way of combining predictions that belong to the different types.  |
| 2.   | Aim to decrease variance, not bias.   | Aim to decrease bias, not variance.   |
| 3.   | Each model receives equal weight.   | Models are weighted according to their performance.   |
| 4.   | Each model is built independently.  | New models are influenced by the performance of previously built models.                                      |
| 5.   | Different training data subsets are randomly drawn with replacement from the entire training dataset.       | Every new subset contains the elements that were misclassified by previous models.                            |
| 6.   | Bagging tries to solve the over-fitting problem.  | Boosting tries to reduce bias.  |
| 7.   | If the classifier is unstable (high variance), then apply bagging.<br>Example: The Random Forest model uses | If the classifier is stable and simple (high bias) the apply boosting.<br>Example: The AdaBoost uses Boosting |
| 8.   | Bagging.  | techniques  |

Bagging vs. Boosting

# Python Libraries

